

ABSTRACT OF THE DISCLOSURE

In a character provision service system for providing users with characters such as interface agents and virtual characters in virtual spaces on computers or in TV games, charges for use of a provided character is computed according to a motion made by the character. This system enables each user to easily purchase with security a character capable of moving according user's need, and also enables character data providers to collect charges according to motions made by provided characters and to provide various characters without anxiety about unauthorized use of the characters.

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